

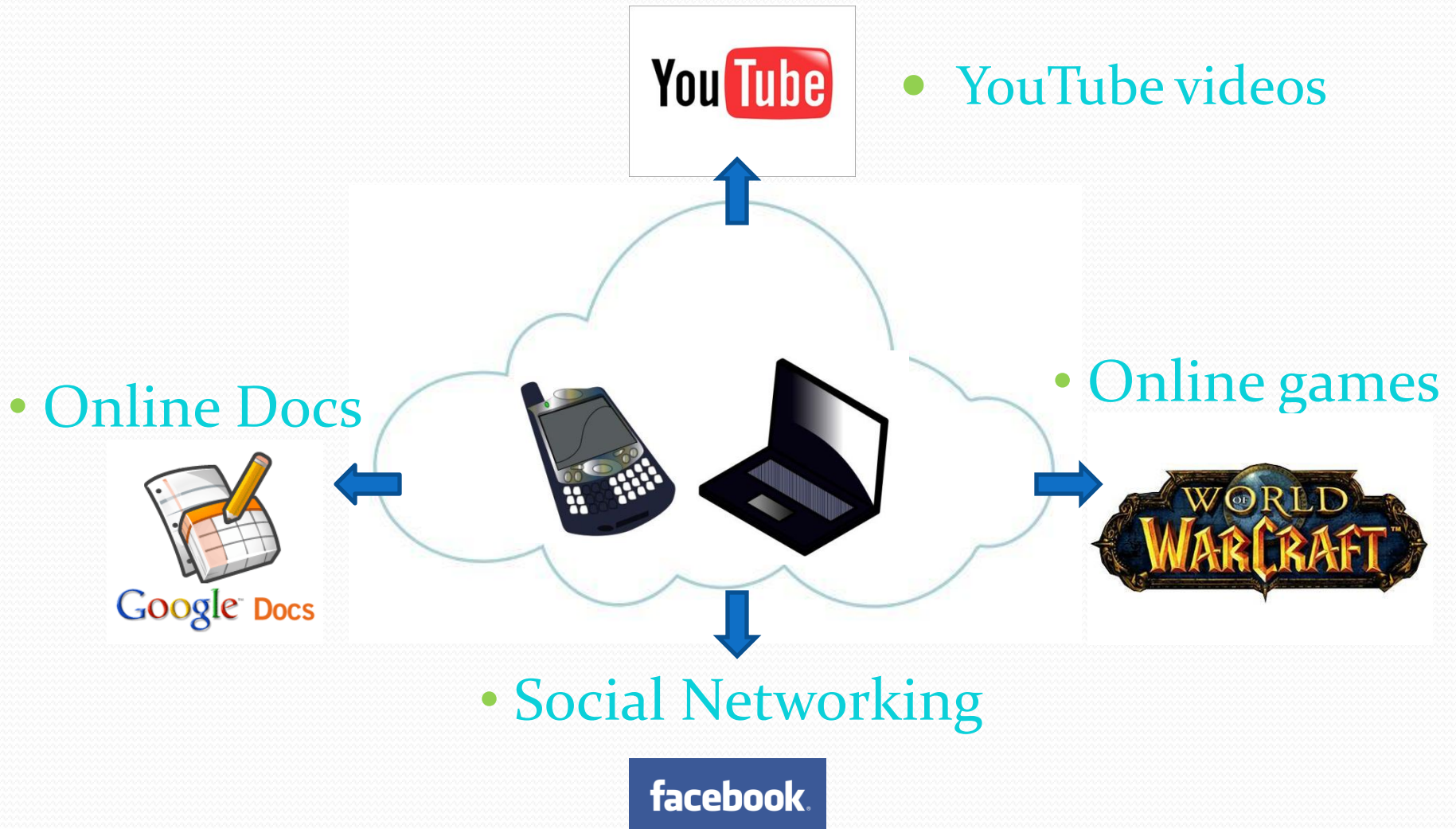


Cloud computing and Thin-client paradigm

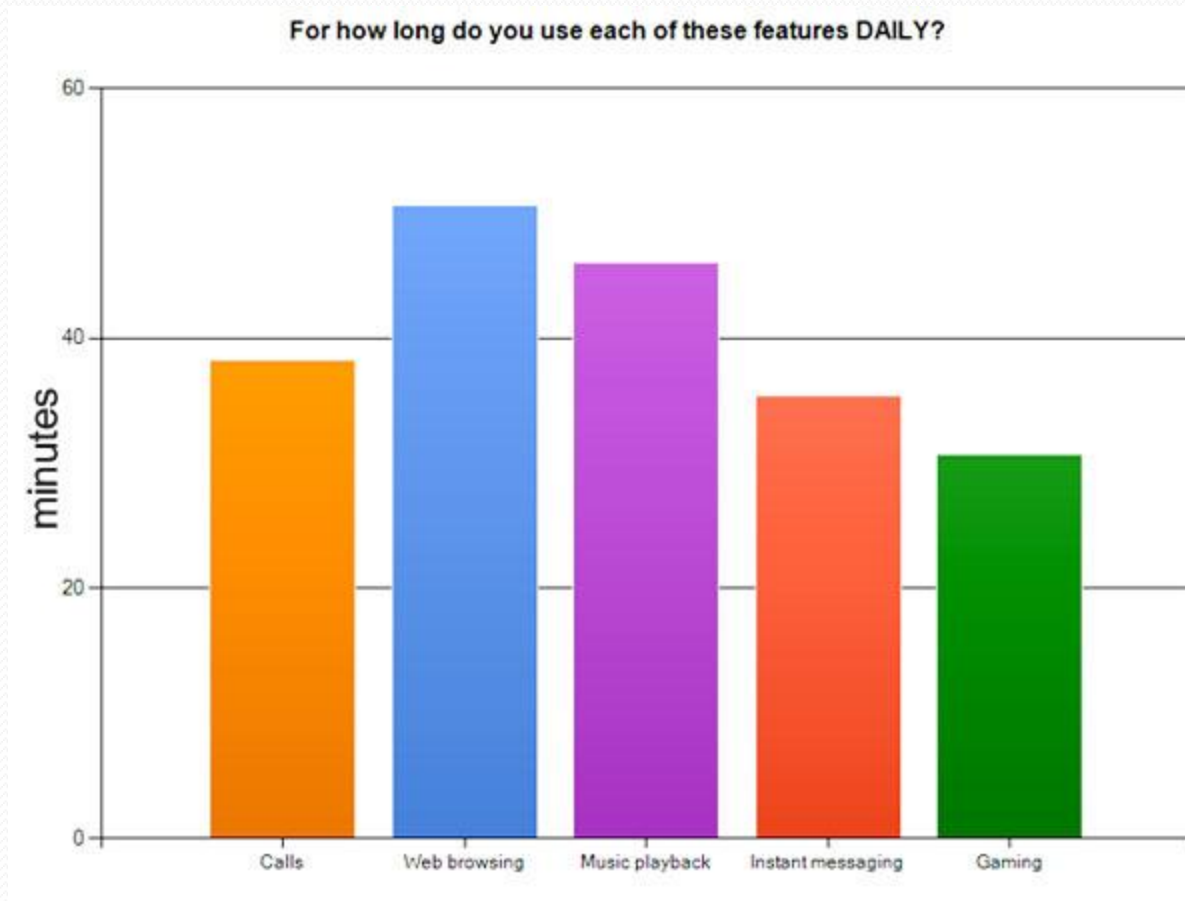
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Cloud computing

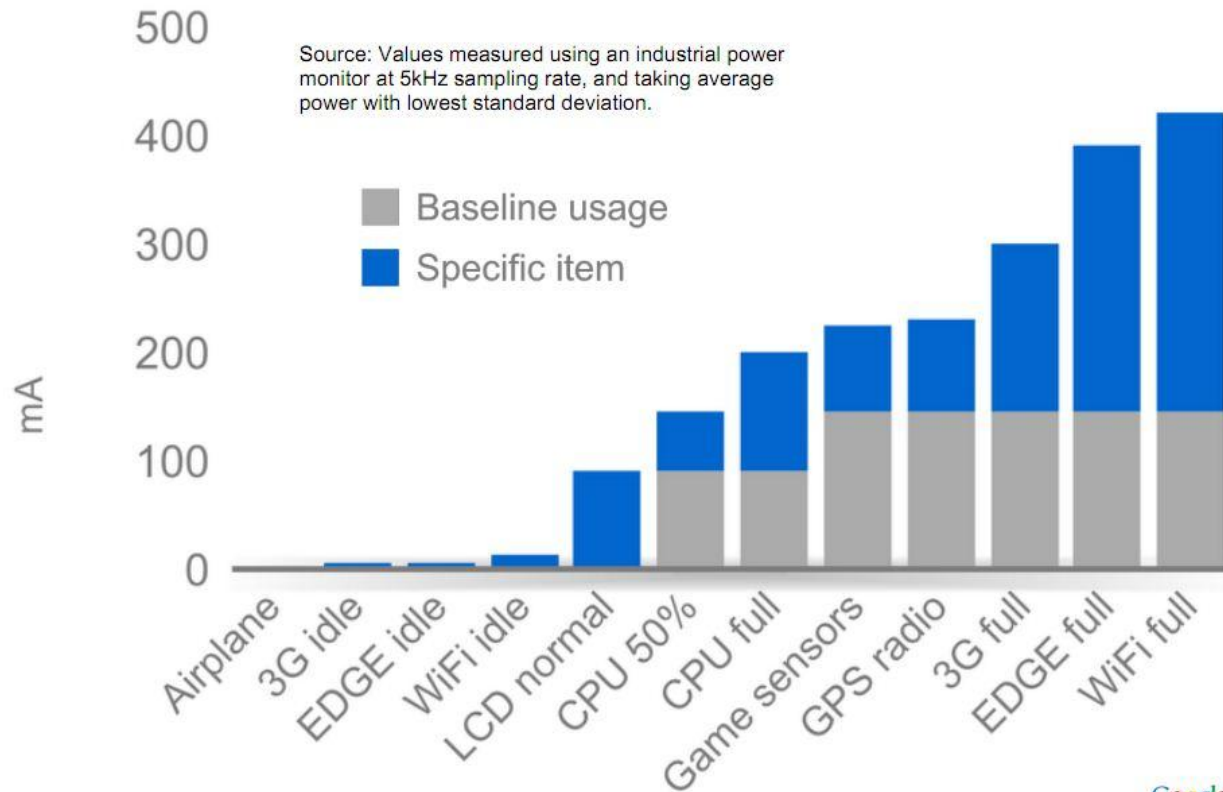


Smartphone use



- Courtesy Cnet.com , CBSi

Battery dischargers



In real life..

- Watching YouTube: 340mA = **3.4 hours**
- Browsing 3G web: 225mA = **5 hours**
- Typical usage: 42mA average = **32 hours**
- EDGE completely idle: 5mA = **9.5 days**
- Airplane mode idle: 2mA = **24 days**

Courtesy: Google I|O

Local Computing in Laptop



Computational Intensive Games



Local playback videos

Thin-clients : An Overview

- Thin clients are compact, energy efficient and productive desktops with all the dynamic user-experience of a PC — without the day-to-day complexities and risks associated with one.
- All the applications reside on a central server, and access to them is straightforward, economical, secure and efficient.
- The deployment, management and support of applications is entirely handled on the server. Only screen changes, mouse clicks and keyboard input travel between the Thin Client and the server, thereby enhancing performance and requiring little throughput

Types of Thin Clients

Hardware Thin Clients

- These are devices that have been created specifically to run thin-client software
- Ex : HP Compaq T5375



Software Thin Clients

- It is an application running on whatever host is available, whether dedicated (as with a hardware client) or just commodity hardware. It may use some of the abilities of the local host -- hardware-based graphics acceleration, for instance -- to better render the remote client's interface.
- Ex : Chrome OS

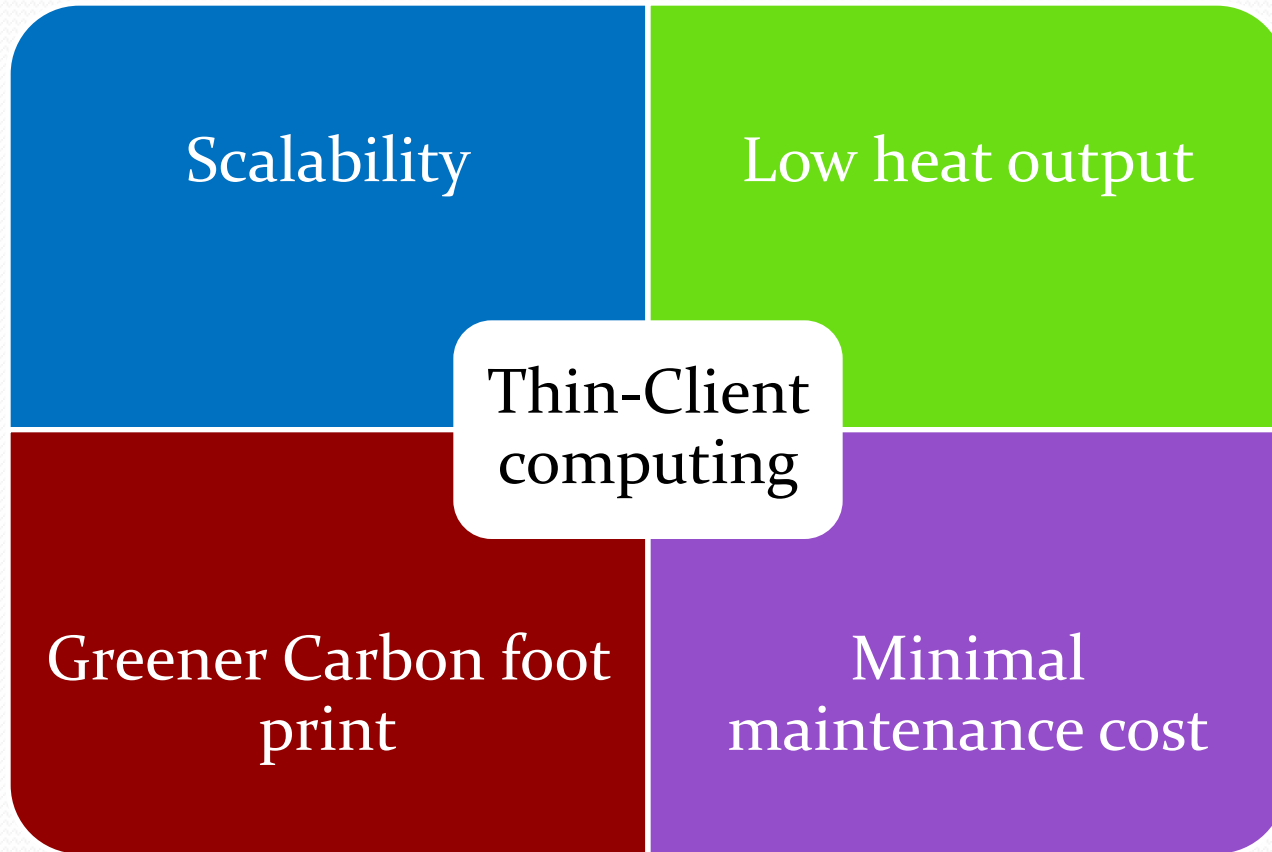


Thin-client model

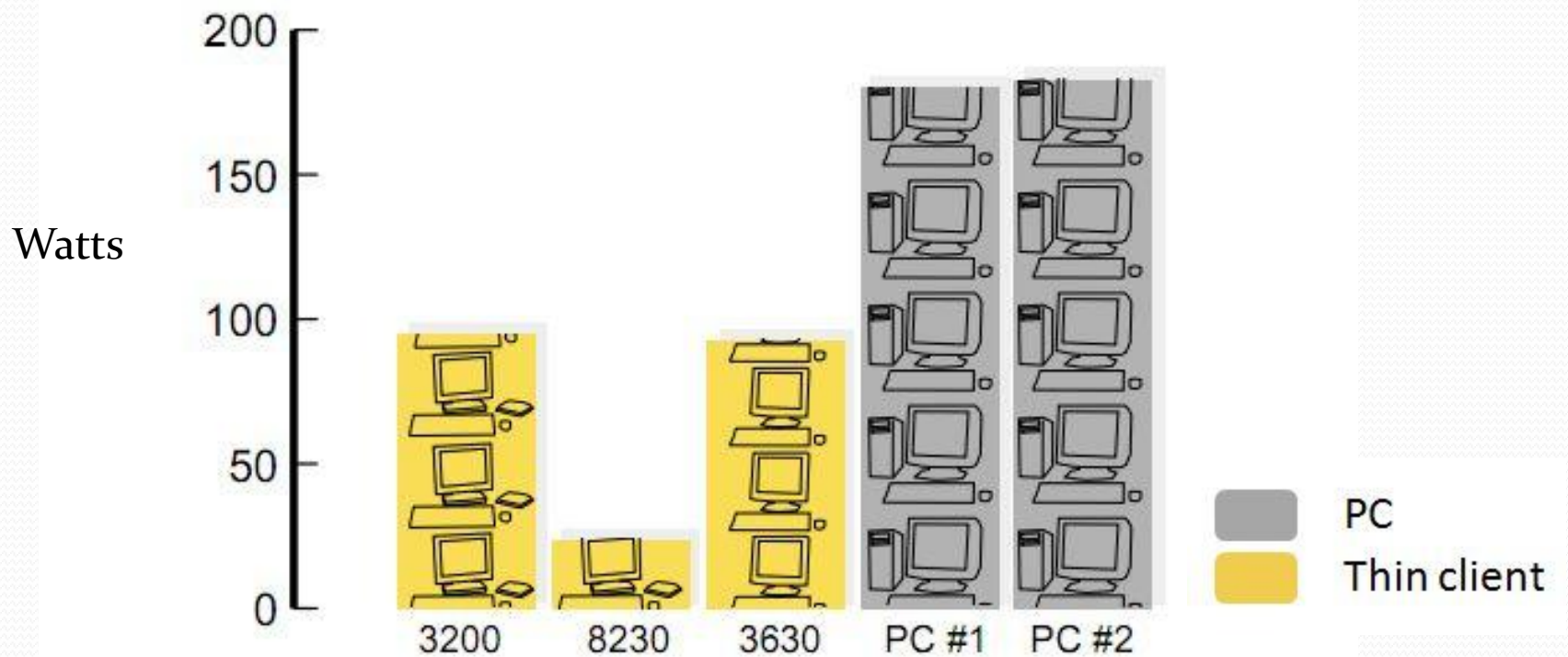


Courtesy : www.ecct.net

Positives



A comparison..



Courtesy Wyse Technology Inc.

Conclusion..

- Use of a hybrid model
 - Combination of remote and local computation
- Increase life span of device
 - Reduce battery discharge intervals
- Minimize manufacturing and recycling costs